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G.I. JOE

image

#05

ENERGON UNIVERSE

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G.I. JOE

[MISSION LOG [01.005.01]

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WHY DO WE KEEP MEETING LIKE THIS, DUKE?
YOU REALLY SHOULD JUST KILL US NOW BEFORE WE KILL YOU, MERCER.
DUKE?! SHUT UP! HAVE YOU LOST YOUR MIND?!
MAYBE HE HAS.
BUT KILL YOU?
NAH, BUDDY. WHY WOULD WE GO AND DO A THING LIKE THAT? WE GOT ALL KINDS OF PLANS FOR YOU AND YOUR LITTLE SIDEKICKS.
FIRST, A DETOUR...

...TO SEE AN OLD FRIEND.

CONRAD HAUSER. I THOUGHT YOU WERE **DEAD.**

YOU'RE NOT GETTING ANYTHING OUT OF ME, **DESTRO.**

PERHAPS.

MERCER?

KRAK!

THUK.

>UFF.<

THUK!

THAT... THE BEST... YOU GOT?

YOU HAVE A REMARKABLE ABILITY TO SURVIVE EVERYTHING WE THROW AT YOU.

BUT MAYBE YOUR TRUE WEAKNESS...

IS YOUR TEAM?
PERHAPS THIS CALLS FOR TORTURE?
FIND HER BREAKING POINT AND SEE WHAT BLEEDS OUT?
I'D LIKE TO SEE YOU TRY.

MAYBE I'LL HAVE BETTER LUCK, LOVER.
EASY, MY DEAR CHAMELEON.
I JUST NEED HER TO ANSWER ONE QUESTION.
HOW DID YOU KNOW DOCTOR MONEV AND THE BRAINWAVE SCANNER WERE OUR NEXT TARGET? YOU WERE ABLE TO MEET US AT BOTH LOCATIONS.
HA!
HAHAHA.
YOU FIND THIS HUMOROUS?
HAHAHA.
YOU JUST GAVE YOURSELF AWAY...CHROME DOME.
I DO KNOW... SOMETHING... YOU DON'T.
CLUTCH?
HIT IT.
WHAT IS A CLUTCH?
VRROOOM

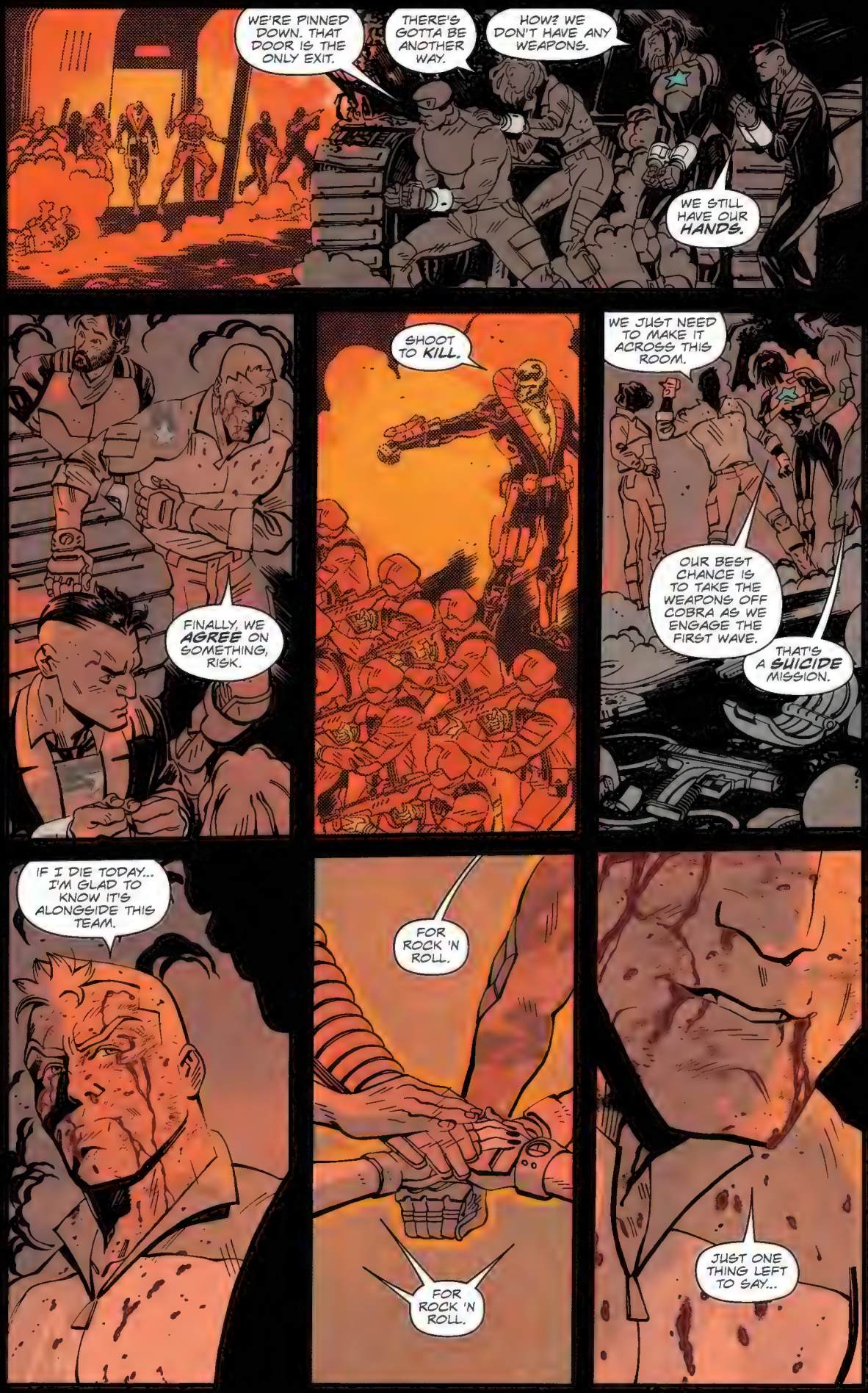
VRRRMMMM
NO...
YES.
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP

ZAP
ZAP
ZAP
ZAP
RETURN FIRE, YOU FOOLS!
BOSS, GET DOWN!
ZAP
ZAP
ZAP
ZAP
AH!
HOW DID YOU KNOW CLUTCH WAS HERE?
I GUESSED.
YOU GUESSED?!
NOT AGAIN!
ZAP
ZAP
ZAP
ZAP
ZAP
TAKE THAT, YOU DIRTY SNAKES!
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
ZAP
"THIS NEW POWER YOU'VE FOUND TO FUEL YOUR WEAPONS...THIS ENERGON..."

IS REMARKABLE. UNLIKE ANYTHING I'VE EVER--
BOOM!
YOU HEAR THAT?
THE SOUNDS OF FAILURE.
IT APPEARS THAT DESTRO AND HIS ILK COULD NOT COMPLETE A SIMPLE TASK AND ARE PAYING FOR IT.
IT'S NO CAUSE FOR CONCERN.
I CAN ALWAYS FIND OTHER ALLIES.
WE'RE NEARLY DONE, BUT THERE IS AN ELEMENT YOU NEED TO KNOW...

IF MY MATH IS CORRECT, WE MAY HAVE A PROBLEM.
THE RADIUS OF THE BRAINWAVE BOMB'S REACH IS CURRENTLY FIVE MILES. ANYONE WITHIN THAT WILL BECOME LOYAL SUBJECTS TO COBRA. SLAVES TO YOUR CAUSE.
I DON'T HEAR A PROBLEM.
WHAT THE HELL--
IS HAPPENING HERE?!
WE BUILT THE H.I.S.S. TOO STRONG!
HOWEVER, BECAUSE OF THE POWER OF THE ENERGON... ANYONE WITHIN A MILE OF DETONATION...
THE BLAST WILL BE SO POWERFUL THAT IT WILL COMPLETELY ERASE THEIR MINDS.
NEVER THOUGHT I'D HAVE TO USE THIS ON ONE OF OUR OWN.
A WORTHY SACRIFICE FOR A NEW WORLD TO BEGIN.
NOW, GET BACK TO WORK, DOCTOR MONEV.
FWWOOMM!

BOOM!
FINALLY. PROGRESS.
FOLLOW ME.
NO ONE LEAVES THAT ROOM ALIVE.
CLUTCH?
HOW THE HELL DID YOU SAVING ME TURN INTO ME SAVING YOU?
BANG.


WE'RE PINNED DOWN. THAT DOOR IS THE ONLY EXIT.
THERE'S GOTTA BE ANOTHER WAY.
HOW? WE DON'T HAVE ANY WEAPONS.
WE STILL HAVE OUR HANDS.
FINALLY, WE AGREE ON SOMETHING, RISK.
SHOOT TO KILL.
WE JUST NEED TO MAKE IT ACROSS THIS ROOM.
OUR BEST CHANCE IS TO TAKE THE WEAPONS OFF COBRA AS WE ENGAGE THE FIRST WAVE.
THAT'S A SUICIDE MISSION.
IF I DIE TODAY... I'M GLAD TO KNOW IT'S ALONGSIDE THIS TEAM.
FOR ROCK 'N ROLL.
FOR ROCK 'N ROLL.
JUST ONE THING LEFT TO SAY...

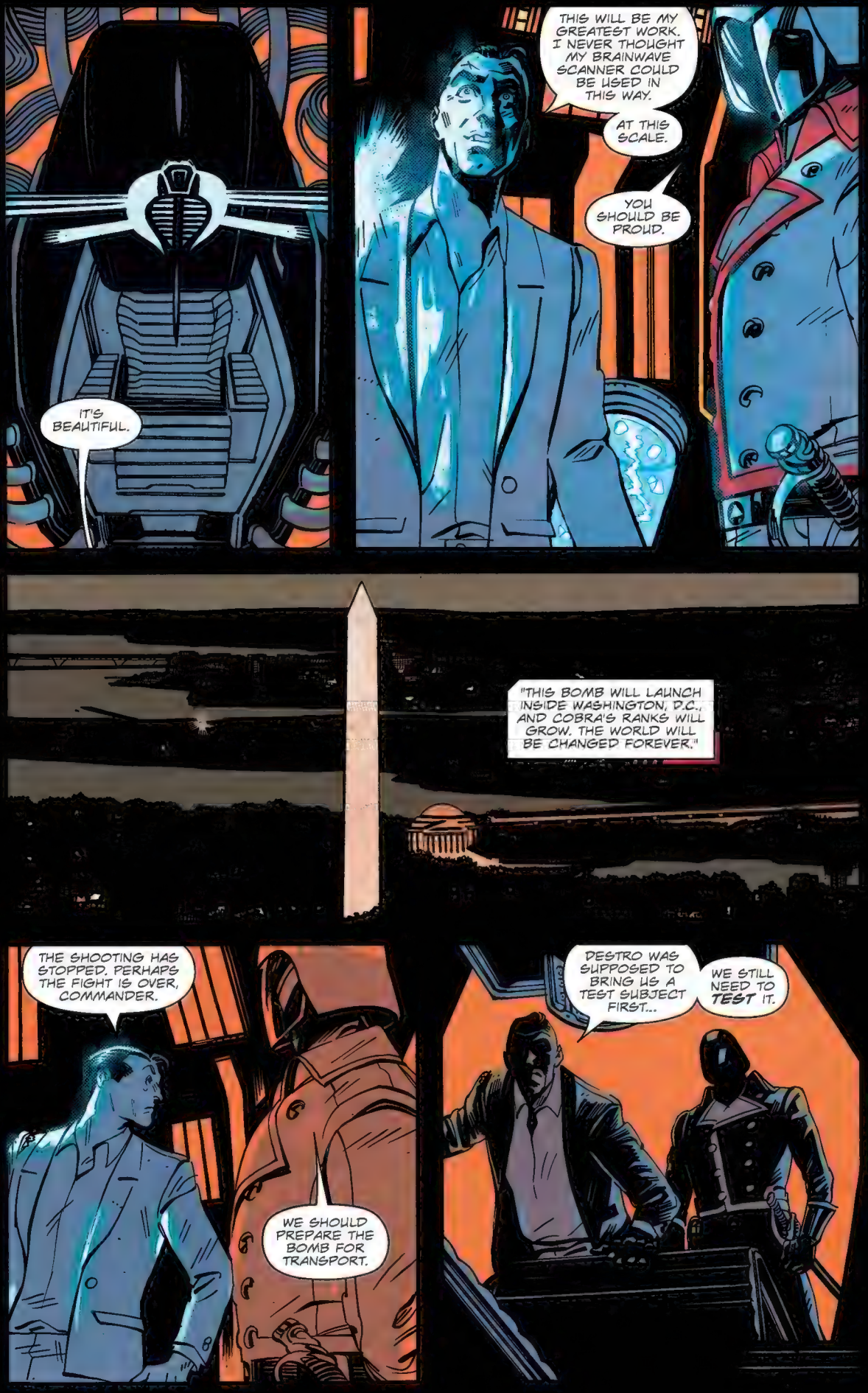
YO JOE!
THEY'RE MAD.
BANG BANG
BANG BANG
BANG BANG
SPT
SPT
KRAK!
SLASH!
THUK!
STAB!
KCK!
WHOOSH
POW!

GOT ONE!
BEEP!
THUMP
THUMP
THUMP
TK!
BOOM!
KRAKK!
=HUFF=
=HUFF=
=HUFF=
HEH.
SOMEONE DO SOMETHING BEFORE THEY GET THEIR HANDS ON REAL WEAPONS?!
TOO LATE!
@#$%!

BOOM!
YOU HAVE LOST CONTROL OF THIS SITUATION, DESTRO.
TELL THE COMMANDER TO CALL US WHEN HE'S READY--
FOR SERIOUS BUSINESS.
IS IT OVER YET?!
WHAT NOW?

I SEE OUR EXIT!
GET IN!
WE SHOULD KEEP FIGHTING.
WE'RE TOO HURT, RISK. WE REGROUP AND RETURN WITH BACK-UP.
DAMMIT.

WHOOPWHOOPWHOOP
I REFUSE TO LET OUR FIGHT END THIS WAY!
THEY'RE ON OUR TAIL!
WAIT...
WHERE'S DUKE?


IT'S BEAUTIFUL.
THIS WILL BE MY GREATEST WORK. I NEVER THOUGHT MY BRAINWAVE SCANNER COULD BE USED IN THIS WAY.
AT THIS SCALE.
YOU SHOULD BE PROUD.
"THIS BOMB WILL LAUNCH INSIDE WASHINGTON, D.C., AND COBRA'S RANKS WILL GROW. THE WORLD WILL BE CHANGED FOREVER."
THE SHOOTING HAS STOPPED. PERHAPS THE FIGHT IS OVER, COMMANDER.
WE SHOULD PREPARE THE BOMB FOR TRANSPORT.
DESTRO WAS SUPPOSED TO BRING US A TEST SUBJECT FIRST...
WE STILL NEED TO TEST IT.

YOU'RE CORRECT.
WHAT... WHAT ARE YOU DOING?
TESTING IT.
CLICK
KLICK
PLEASE... NO.
IT COULD KILL ME.
IT COULD.

AAAAAA
HHHHHHH
BEEP
HM.
THE BOMB IS READY, DESTRO. I'LL NEED A TEAM TO TRANSPORT IT.
TERRIFIC NEWS, COMMANDER, BUT WE HAVE A PROBLEM.
DUKE'S TEAM HAS ESCAPED. I'M IN PURSUIT, BUT IT WON'T BE ENOUGH. WE'VE DRAWN TOO MUCH ATTENTION TO OURSELVES,
CHAMELEON AND RIPPER NEED TO VACATE BEFORE MORE FORCES ARRIVE.
FINE.
I WILL HANDLE THE TRANSPORT MYSELF.
WE WILL CONTINUE THIS CONVERSATION AT HEAD-QUARTERS.
BEEP
CLIK

WHO THE HELL ARE YOU?

And that's a wrap on our penultimate issue of arc one and holy @#% what an ending! Duke and Cobra Commander facing off for the first time?! PHEW. Editor Ben Abernathy reporting for duty and as always, I'm joined by the field commander himself, Joshua Williamson. How does each issue keep getting better?!

HELL YEAH. We've been building to Duke and Cobra Commander meeting since DUKE #1 and COBRA COMMANDER #1. It's rad to see Tom draw this moment. The battle that starts between these two next issue is going to be WILD.

First of all, you all are doing some of the most incredible work with G.I. Joe! I read all four miniseries and just finished issue 2 and as an 80s kid who loves my Joes, I am in a new love relationship! Ha ha ha ha!

You all should be extremely proud of what you're creating! And [it's] definitely the best comic on the stands.

Thank you!

Would really love to see Beach Head and Sci-Fi be explored in the upcoming comics. I bet you all can make those characters who are already very interesting, become epic personalities on the team. On the Cobra side, Copperhead always sparked my imagination as he looks so menacing and mysterious, but no one ever spent much time on him in comics and stories. Would love to see it! Maybe even having him have some kind of run-in with the Dreadnoks in the swamp?

Anyway, thanks for treating the property so well and soaring it to new heights. It's everything I always wanted with this property. Haha!

Thanks and YO JOE!
Josh

Beach Head is one of my favorites and he gets introduced in a big way in #7. I think the covers are out there by now, so you'll get a fun taste of what is to come there.

I have the Copperhead figure here and yeah he kicks ass. I'll introduce him to our story eventually. My hope is that every time we introduce someone that we capture everything that drew people to them in the first place.

You'll also want to check out the FCBD Energon Special in May!

Dear G.I. JOE creators and all of EU creators,

I have just finished issue #2 of G.I. JOE and what a roller coaster of emotions. Before the last page of issue #1 I had to put it down before Rock N' Roll charged those soldiers. I knew what was coming, but I didn't want to believe it. So, I put it up and didn't finish it until the next day, hoping it wouldn't be what I thought, but it was. That hurt so bad, but these stories are so good and tense.

R.I.P. ROCK 'N ROLL. That was hard one to do. I've said this in other letters pages, that we need to make sure the stakes are real. And it says a lot that you cared that much.

I am loving G.I. JOE and the EU universe as a whole. I came upon it as Void Rivals was coming out and heard something about Transformers and G.I. JOE coming later so I just started it blindly. One of my best decisions. I'm an 80s baby so I grew up on Transformers and G.I. JOE toys and cartoons. Now I am loving Void Rivals just as much. A big thank you to all the creators.

My question is since you are starting the universe fresh, how do you decide when to introduce a character? Also, do you have it all laid out all the way, or are some laid out and some come just based on how the story is going?

Thank you all again for these stories and artwork. Everything is amazing.

Chad
Kannapolis, NC

We have a pretty massive plan for the Energon Universe and the future stories of G.I. JOE. Lots of big plans, and arcs, etc. I do pivot from time to time depending on the story, and if fun ideas come to me while I'm working on an issue. But I still stick to an overall guide for where we are going. That also helps us figure out what characters to introduce and when. We really look at what makes the most sense for the story. We don't want these character introductions to ever feel random or wasteful. I have my favorites, and I want to get to the ASAP, but I have to slow down and evaluate what is best for the story. I don't want to overload the cast too fast.

Joe Team,

Love what you're doing with the series, especially now that you've been promoted from mini-series to the ongoing you've been gunning for since Day 1. Void Rivals got the Energon Universe started

and Transformers seems to get the most attention, but the Joes and Cobras feel like the main characters of Energon and they're earning the spotlight! I love that the lasers the 80s show used to tone down violence are now a huge battlefield game-changer and (gasp of all gasps) killed someone! Also love how the characters are interacting, like Hawk's advice to Duke on team management and Stalker offending The Baroness! There is, however, one thing I'm not sure on.

You guys said you never dug the 80s Cartoon Cobra Commander and are putting in overtime to make sure your CC is intimidating and legitimate but...I've always loved 80s CC and your CC feels like the same guy, just not bound by the rules of 80s daytime TV. If you've seen G.I. Joe: Resolute, their CC was like the cartoon but without TV rules and he seems just like yours, only yours is keeping more secrets from his allies and has (gasp of all gasps) patience, but it's not like any version of CC never kept secrets from his allies, right? Considering 80s CC beat up gangsters and fought on the frontlines and wasn't the only Cobra who retreated, is it cool that I get the same vibes from your CC as the one I grew up with or do you think I'm self-sabotaging my appreciation of your story?

Either way, keep up the great work!
COBRAAAA!
Sean Taylor

Did I ever say I didn't like the 80s Cobra Commander? I don't know if I did? That might be some kind of misquote from an interview? I was annoyed by certain aspects of the cartoon but never disliked Cobra Commander.

I love Cobra Commander. One of my favorite characters as a kid. I loved him. I just knew we needed to amp him up for the Energon Universe. We looked at how to make him scarier. Deadly. And how to blend his different origins. The biggest change was made was that this is a Cobra Commander who doesn't retreat. I'd say he's the same character, just painted with a different brush to blend in with our overall Energon Universe vision.

I haven't seen it in years, but I did enjoy G.I. Joe Resolute, and at the time I wished that had been a regular cartoon.

And no, I don't think you're self-sabotaging at all. I appreciate your comments and take on it.

Yo Joes,

Just finished reading issue #2. I have to say you are doing a bang-up job. The realism is a great factor. Showing that these are real battles where people can get hurt or killed really lends itself to great storytelling. I know you're just getting started but I can't wait to see some more Joes joining the team. Recondo, Spirit, Wild Bill, Lady Jaye, to name but a few. I want to see a fully rounded out team once you really get going! It was awesome seeing Duke come flying to the rescue as only he can. He's as relentless and focused as I remember. I'm not sure how I feel about the Baroness joining the team. Just as I'm not sure how much she wants to be there. The chance for betrayal is definitely there. It will be interesting to see how that plays out. I think this Energon Universe has a lot of potential to be a great new start for G.I. Joe and the Transformers. Hope to see the two intertwining in future story lines. From what I've see, though, it seems it already is! I like the relationship that Cobra Commander and Destro have. It's as contentious as ever which I love. The writing and art on this book is stellar. I'm a fan for life and I'll be here for whatever comes in the future.

Rick Blair
Polk, PA

Thank you for the letter, Rich, and I think what Joshua, Tom, Jordie, and Rus are doing on this opening arc is nothing short of terrific. And we have a plan over the next few years and we definitely have a list of characters to come…so be patient and I hope you enjoy the ride!

Lots more Destro and Cobra Commander scenes on the way! We've also teased Lady Jaye already, so be on the look out for her next appearance!

With Baroness, we'll dive deeper into her role with G.I. Joe and her reasons for being there in the next arc. We'll get a bit more detail into what is going on in her head.

And that's a wrap, gang. THANK YOU for reading, sending in your letters and a reminder--we need some suggestions for the letter column title! Send 'em along. See you in 30!

-Ben

Thanks for reading and writing us! Get ready for some crazy stuff in the next issue! Things we've teased from the start begin to reveal themselves!

-Joshua

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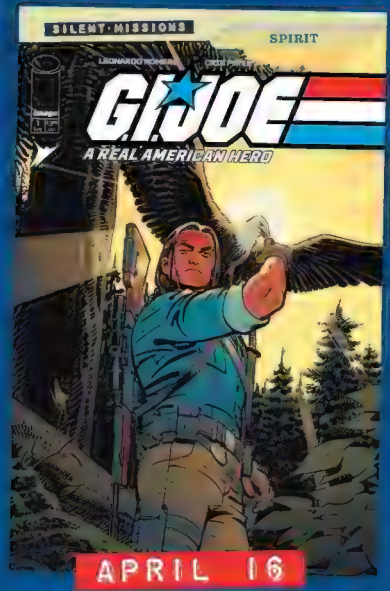

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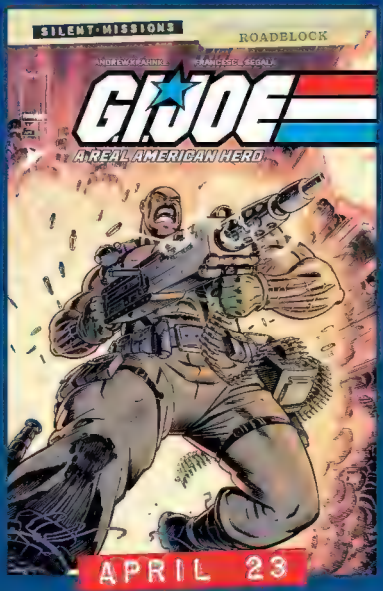

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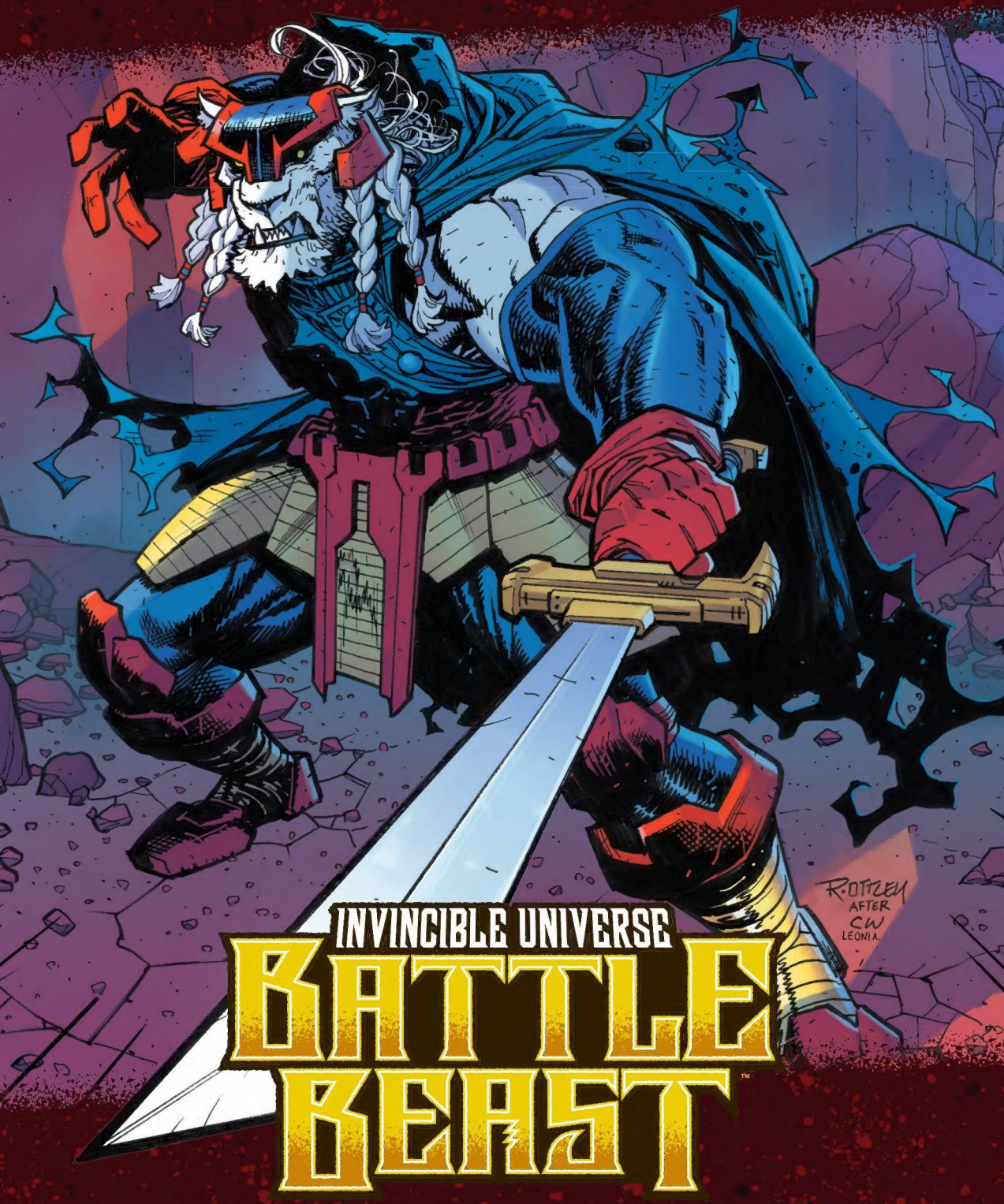

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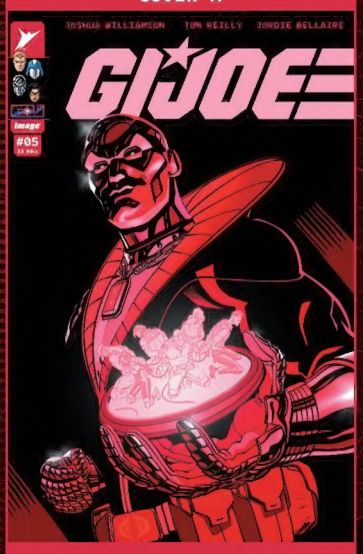

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